HOVER FORCE

PSYCHO STORMTROOPER

AIR BRAKES

SCREEN DISPLAY

ENTER

LAND

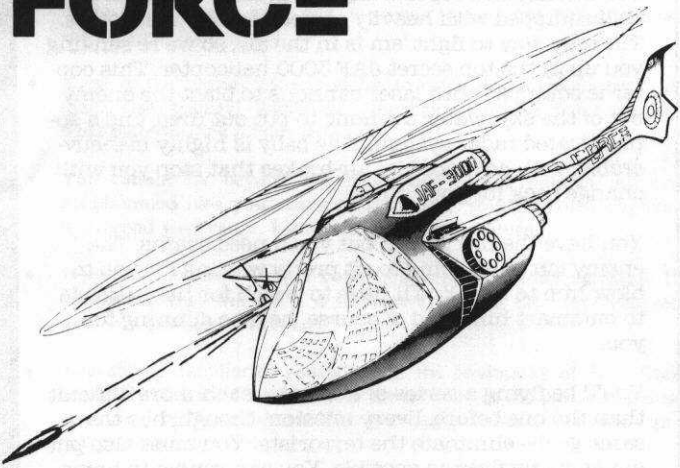
MANEUVER

8500-05

No. 8500

INTELLIVISION™ Intelligent Television

HOVER FORCE



BRIEFING BOOK

FOR ONE PLAYER

TO: HOVER FORCE PILOTS
FROM: COL. N.K. NEWCOMBE
RE: MISSION INSTRUCTIONS

SECRET

Terrorist forces have taken over the island city of New Seeburg. Luckily, civilians have been evacuated from the city, but the enemy is destroying buildings and bridges, causing millions of dollars in damage. Fires are burning out of control throughout the island.

Our intelligence reports show that their troops are well equipped with heavily armed combat helicopters. The only way to fight 'em is in the air, so we're sending you up in the top secret JAF-3000 helicopter. This copter is equipped with laser cannons to blast the enemy out of the sky, water cannons to put out fires, and a sophisticated radar system. This baby is highly maneuverable, with advanced jet air-brakes that stop you with change back for your dime.

You have the fire power, but you'll need brains. The enemy isn't just going to sit pretty waiting for you to blow him to bits. You'll have to watch for his patterns to outsmart him. And of course, he'll be gunning for you.

You'll be flying a series of missions, each more difficult than the one before. Every mission, though, has the same goal—eliminate the terrorists! You must also put out as many fires as possible. You can return to home base twice—and only twice—per mission to repair your chopper and refuel.

One last warning. This isn't some game, this is combat. None of this "three lives" foolishness. Crash your copter and it's all over—you're finished.

So watch your tail out there. Now, let's scramble!

TO BEGIN

Note: Always turn the **POWER** switch OFF before inserting or removing the cartridge.

The Briefing Screen

Press any key to go from the HOVER FORCE title screen to the Briefing Screen. The Briefing Screen outlines the controls you will use to operate your copter. Now press any key to go to the radar screen.

The Radar Screen

The numbers on the top row of this screen show, from left to right, the amount of damage done so far by terrorists (in millions of dollars), the number of fires you have extinguished, and the number of terrorist helicopters you have shot down.

On the right side of the screen are the systems indicators and gauges. These will tell you the status of your helicopter. At this time, they are off.

On the left side of the screen is the radar window. When your helicopter is in flight, this window will show your position relative to the terrorist helicopters over the city. At this time, radar is off.

Currently in the radar window are your Qualification Levels: CADET, RANGER, and ACE. The difficulty of your missions will depend on your selection. Press the number key corresponding to your qualification (**1** = CADET, **2** = RANGER, **3** = ACE), then press **ENTER.**

SCRAMBLE!

In the radar window you will see the flight sequence begin. Your indicators and gauges blink on. You are airborne!

Aerial View

Once aloft, the screen automatically switches to your aerial view. In the center of the screen you see your gunsight. Below you is your home base—Hover Force Headquarters on Force Island. Notice the two helipad targets. You will need to land on one of these helipads for repairs or at the end of a mission.

You're ready to head into New Seeburg to engage the enemy!

THE JAF-3000 HELICOPTER (Jet Assisted Fighter)

CONTROLS

Familiarize yourself with the hand controller. To fly your copter, you will use the **WHEEL,** the **SIDE KEYS,** and the bottom row of keypad buttons (**CLEAR**, **0**, and **ENTER**):

Navigation

Use the **WHEEL** to control the direction of your flight. The longer you travel in one direction, the faster you go, up to your maximum speed.

Laser Cannons

Press **UPPER SIDE KEYS** to shoot. Use lasers to blow up terrorist helicopters. Warning: if you miss the copters, your shots can damage buildings and bridges.

Water Cannons

Press **LOWER SIDE KEYS** to shoot. Use water to put out fires. Water cannons have no affect on terrorist helicopters and do not damage the city.

Air Brakes

Press **CLEAR** to stop your helicopter in mid-air. Use air brakes when you need to maneuver quickly.

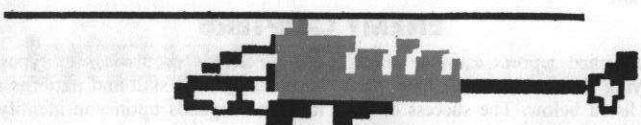
Screen Display

Press **0** (ZERO) to switch between radar screen and aerial view. Switch to radar screen to see radar map, systems status, and damage reports. Switch to aerial view to shoot terrorists and put out fires.

Land

Press **ENTER** to land when over home base. You must have gunsight aligned over one of the two helipads or your copter will not respond. You can only land twice per mission! If you try to land a third time without eliminating all terrorist helicopters, you will crash! When you land after successfully completing a mission, you are given a mission rating (from 1 to 100, 100 being PERFECT) that takes into account the total amount of damage to the city, the number of fires you put out, and the skill level of the terrorists you shot down.

To PAUSE the action, press **1** and **9** on the keypad at the same time. Resume by pressing any button, side key, or the wheel.



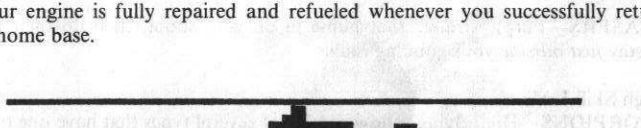
ENGINE SYSTEM AND FUEL LEVEL

Your fuel level on take-off is 300 gallons. When the fuel level drops below 50 gallons, the gauge will start flashing red. This is your warning to return to home base—when your fuel level drops to zero, your helicopter will crash!

While your engine system is fully operational, its status indicator (above) blinks green. Terrorist hits suffered by your helicopter while it is traveling southeast (towards the bottom right of the screen) will damage your engine. When hit, its indicator will blink yellow or red, depending on the severity of damage. Return to home base for repairs!

When the status indicator becomes solid red, the engine is destroyed. Your helicopter will crash!

Your engine is fully repaired and refueled whenever you successfully return to home base.

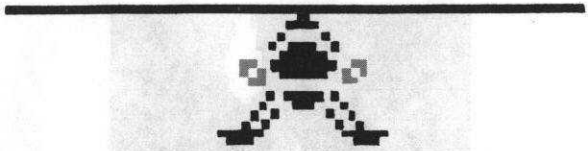


NAVIGATION SYSTEM

While your navigation system is fully operational, its status indicator (above) blinks green. Terrorist hits suffered by your helicopter while it is traveling southwest (towards the bottom left of the screen) will damage your navigation system. When hit, its indicator it will blink yellow or red, depending on the severity of damage.

When the status indicator becomes solid red, the navigation system is destroyed. When your navigation system is damaged or destroyed, the helicopter will not respond properly to the wheel control, although it is possible to compensate for the damage and still fly.

Your navigation system is fully repaired whenever you successfully return to home base.



LASER AND WATER CANNONS

Your laser cannon charge on take-off is 300 units. When the charge drops below 50, the LASER gauge will start flashing red. When your laser charge drops to zero, you can no longer attack terrorist copters.

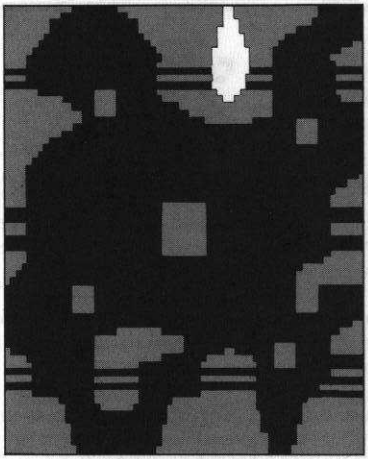
Your water cannon charge on take-off is 300 gallons. When the water level drops below 50, the H_2O gauge will start flashing red. When your water level drops to zero, you can no longer put out fires.

While your cannon system is fully operational, its status indicators (above) blink green. Terrorist hits suffered by your helicopter while it is traveling northeast (towards the top right of the screen) will damage your cannon system. When hit, its indicators will blink yellow or red, depending on the severity of damage.

When damaged, the cannons will fire intermittently, no matter what the laser and water levels are. Note that as the cannon system becomes damaged, both the laser and water cannons are affected together.

When the status indicators become solid red, the cannon system is destroyed. You can no longer shoot laser or water.

Your laser and water cannons are fully repaired and recharged whenever you successfully return to home base.



RADAR MAP

While your helicopter is in the air, the radar window shows a map of the island with major landmarks (bridges, parks) and your location over the city (indicated by the small white helicopter).

As the radar sweep (the vertical white line) passes over the map, blips will appear briefly showing the location of terrorist helicopters (yellow blips) and fires (red blips).

Your wheel control can be used to pilot your helicopter while viewing the radar map. While you view the map, however, terrorists can still fire at your helicopter, but you cannot fire at them!

Terrorist hits suffered by your helicopter while it is traveling northwest (towards the top left of the screen) will damage your radar system. After a certain number of hits, fires will no longer show on radar. After more damage, terrorist helicopters will not show. Finally, after severe damage, your position will no longer appear onscreen.

Your radar system is fully repaired whenever you successfully return to home base. (Note: your home base is on Force Island, highlighted on the map above.)

ENEMY COPTERS

Intelligence reports estimate there are 20 different enemy copter types of varying skill levels. Some have been identified by their skill and patterns and are listed below. The success of your missions depends upon you identifying and reacting to the enemy patterns!

Low Skill Level
SEEKERS—Yellow copters that fly toward you, shoot, then fly away. (Perhaps trying to lead you into an ambush!)

SLOW TROUBLE—Purple copters that stay over one location in the city, but ascend and attack as you draw near them.

BORDER PATROLS—Copters that fly the perimeter of the city, starting fires at diverse points. Some will fly faster than you—think ahead to lie in wait for them.

Medium Skill Level
SPIRALS—Two types of low-flying copters that fly in spiral patterns, making them difficult to line up in your gunsight.

TEASERS—Purple strafers that home in on you, shoot, then do their best to stay *just outside* your gunning range.

High Skill Level
SCORPIONS—High-flying yellow copters of several types that have one thing in common: they are persistent, aggressive fighters.

FLYING TOADS—Red copters that do nothing at all...until you draw near. Then they become *very* destructive.

PARK RANGERS—Copters that fly from park to park looking for something—or someone—to shoot at. Usually found in pairs.

WHEN YOU CRASH

Your overall rating (1 to 100, 100 being PERFECT) based on total damage to the city, number of fires you put out, and the skill level of the terrorist helicopters you shot down, will appear in the radar window.

Press any **SIDE KEY** to start over.

TACTICS

- Navigate using the radar map as much as possible. Switch to the aerial view when directly over a red or yellow blip. (If you switch to the aerial view when over a yellow blip and don't see an enemy copter, its best to switch back to radar immediately.)

- Terrorist helicopters are easier to shoot down if you aim at their main rotors.

- Whenever possible, engage the enemy over water, streets, or parks, so you don't damage structures if you miss.

- Terrorists shoot at buildings even when you can't see them onscreen. Not every shot that hits a building starts a fire, but if you hear an explosion without seeing one, it means that a shot has started a fire somewhere on the island.

- Some of the copters are impossible to catch if you simply try to chase them. Use strategy! Watch their movements on the radar map to see what patterns they follow, then lie in wait!

- You cannot fly beyond the island due to the mission instructions programmed into your navigation system. Some terrorist copters can fly beyond your range. Lie in wait for them to return.

- When one or more of your copter's systems is heavily damaged, fly in a direction that will affect a stronger system in the event you are hit until you can land for repairs.

- You should familiarize yourself with the landmarks of New Seeburg as you fly over the island, such as the location of the parks, of industrial areas, and of Force Island. If your radar is knocked out, you can still navigate visually.

- Highest ratings are achieved by destroying enemy helicopters in the least amount of time with the lowest overall amount of damage to the city. Concentrate on destroying low-flying enemy copters (that shoot at buildings) before destroying higher flying copters (that shoot at *you*). Fires should be put out as quickly as possible.

INTELLIVISION™

Intelligent Television

Distributed by
INTV CORPORATION
Torrance, CA 90503.
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